

# ADVANCED HEROQUEST™

## RIVERS OF BLOOD

By Carl Sargent

Following the death of his uncle, Count Rutger, Johannes von Bleistift has inherited his uncle's title and the family seat, Alptraum Manor, an ancient, rambling building on the edge of the Forest of Shadows. Since the old Count's burial in the vaults deep beneath the manor, his nephew has been increasingly troubled by nightmares, and in the early hours of the morning horrid sounds and noises echo through the rooms of the house... Desperate to put an end to his nightly torment, Johannes hires a group of adventurers to investigate the cellars and catacombs beneath the house.

This is a quest for a minimum of four experienced Heroes, who should have completed at least one epic quest (such as the quest for the Shattered Amulet, or the Lichemaster quest from *Terror In The Dark*) before they undertake this one. They can take as many Henchmen with them as they like...

### GM SUMMARY

The young Count Johannes is not being entirely honest with the Heroes he is hiring to investigate the strange noises coming from underneath Alptraum Manor. While it is true that Count Rutger von Bleistift is dead, he is in fact Undead and lives on as a powerful Vampire. Because of his nobility and power, drinking the blood of ordinary mortals isn't enough to sustain him. To maintain his dark powers, he needs the blood of exceptional people like the Heroes. Johannes looks after his uncle well, for he himself wishes to become a Vampire, and hopes that the old Count will one day give him the blood kiss in return for his faithful service. To this foul end he has lured the Heroes to Alptraum Manor, where he plans to trap them in the warren of cellars and catacombs, so his uncle can prey on them at his leisure.

The old Count is not unprotected, his dark underground realm swarms with Undead horrors. While he was still alive he employed a brilliant locksmith and thief to put traps on most of the doors of the cellars and catacombs. The Heroes will have to deal with these as well as the Vampire's Undead servants.

There are two levels of catacombs and cellars below the Manor house and the Heroes will find themselves trapped within the dark passages as soon as they enter them. They will desperately need to find a way out of the cellars, but the only way to escape is by killing or incapacitating Count Rutger. Fortunately for them, there is a tomb on the upper level of the catacombs which was consecrated by a cleric of Morr, the God of Death. The Heroes can rest and regain fate points here, without being molested by Count Rutger (who cannot enter the room). If they find this tomb (at Location J), they have a sporting chance of completing this quest. If they don't, they're going to end up as involuntary blood donors.

This quest contains a very special Character Monster and some new rules. The GM needs to be very familiar with the Vampire Count Rutger, in particular. This Character monster has been designed to infuriate the Heroes and make them long to destroy him!





## SPECIAL CHARACTER MONSTERS

### SVEN WIDERLICH, UNDEAD CHAMPION

Sven has served his master for over a hundred years, in life and in death. He has magical armour, weapons and some miscellaneous magic, all of which might come in useful to the Heroes or Henchmen if they can get them. Sven guards the upper catacombs level, keeping intruders away from the Shrine of Morr.



### COUNT RUTGER VON BLEISTIFT, VAMPIRE

Vampires are among the most dreaded of all monsters in Advanced Heroquest. They have many special powers and attacks, and the GM should make sure he is familiar with all of them before running this quest.

**Fearsome Monster, Regenerating Monster, Invulnerable Monster:** The Vampire is all three of these things, making it incredibly dangerous! These rules apply as per the rules for Alternative Monsters on page 40 of the Advanced Heroquest rulebook.

**Hypnotises:** A Vampire can hypnotise any one enemy model within its Death Zone each combat turn. All it has to do is to gaze at that model with its glowing, bloody red eyes, and the target must make a successful Bravery test, otherwise he will be paralysed with fear for that combat turn, unable to do anything except feebly defend itself. If the Vampire is in hand-to-hand combat with the model it has hypnotised, it gains +2 on all hit rolls against its target.

**Spells:** Count von Bleistift can use the Dark Wizard spells *Fireball*, *Flesh Flaying* and *Strengthen Undead*. Details of all three of these spells can be found on the next page.

**Two Attacks:** A Vampire can attack twice in each combat turn, one bite with its fangs and one claw attack. If the Vampire inflicts damage with its fangs, the victim suffers a Strength drain. In addition to any Wound loss caused by the bite, the victim is numbed and chilled and must subtract 1 from his current Strength score. Lost Strength points are normally only regained at the end of the current expedition, but in this adventure they can be regained at the Shrine of Morr within the cellars.

**Blood Points:** This is a unique rule which only applies to Count von Bleistift. The Count is a very, very old Vampire, and much more powerful than an ordinary undead monster.

Within the sanctuary of his own catacombs, he is able to draw upon ancient reserves of strength and power. To represent this, the Count has a number of Blood Points which he can spend on the following special actions (only 1 special action per exploration or combat turn):

Count's Action	Blood Point Cost
Move at double normal rate for one turn.	1BP
To negate the effects of any one hand-to-hand blow, or missile, which struck him during a combat turn.	1BP
To completely negate the effects of any one spell cast at him during a combat turn.	1BP
Reset any magic trap, anywhere in the entire dungeon, which the Heroes have managed to disarm.	1BP
Teleport from any one location within the dungeon another.	2BP

Teleporting needs to be conducted carefully during this adventure, and hints are given to the GM on how to get the best out of this manoeuvre.

The Count starts the adventure with 6 Blood Points (you can use the Monster Wound Markers to keep track of them). He can increase this number by successfully biting a Hero or







Henchman in combat. Each time he does this, add 1 Blood Point to his total, but he can never exceed a total of 8 Blood Points at any time (he's bloated with blood and sated with the magical energies this gives him). The Count will always keep at least 2 Blood Points as a basic "blood bank", to allow him to fend off the effects of dangerous weapons and spells. If he's reduced to zero Blood Points, he turns into a cloud of mist which travels towards his great catafalque in location The cloud moves 12 squares per turn and can pass under closed doors. Within his catafalque, the mist re-forms into his body, but the Count is then helpless and can be slain, providing the Heroes have the right tools from the Shrine of Morr to destroy him. If they don't, at least the catafalque room contains an exit from the dungeon, so they can escape.

The Count could turn into a bat, rat or wolf if he wished, but frankly it's beneath his dignity, so he doesn't bother. A wily and powerful brute, he is unaffected by many of the things vampires are supposed to be repelled by, such as garlic and mirrors. The Heroes may find out about this in the Count's study (Location M).

## NEW MONSTERS

The Heroes will encounter four new types of monster in the Count's dungeons: Giant Rats, Giant Vampire Bats, Wolves, and a new type of Ghoul. We have printed colour monster counters of some of these new creatures, which you can cut out and glue on to thin card for use in the game. You will also find four Coffin/Tomb counters which may be used in the same way. Citadel Miniatures also make metal miniatures of all these creatures. Monster Reference Tables are given at the end of this adventure.

The Ghoul in this quest takes a slightly different form to the Ghoul in *Terror In The Dark*. The Ghouls of Bleistift Manor rake victims with their filth-encrusted, poisonous talons, causing an extra Wound damage, included in the Monster Reference Table. They are also *Fearsome Monsters* and, while not dangerous alone, a pack of them can be a menace to any group of Heroes.

The Giant Vampire Bat has a special bloodsucking attack. If the bat strikes with a critical hit (a natural 12), it does not get additional damage dice as normal. Roll two damage dice as usual, but the Vampire bat will automatically inflict at least 1 Wound, irrespective of those dice rolls, because it has sunk its yellowed fangs into its victim's neck. Once it has done this, it clings to the character until killed. On successive rounds, it gets double the normal damage dice (4 dice) and, irrespective of the damage dice rolls, it always inflicts at least 1 Wound per combat turn due to blood draining. All attacks on a Giant Vampire Bat which clings to a character in this way are made with a -3 penalty to dice rolls, since it is very hard to strike at the bat rather than the person it is clinging to. Any fumble by someone striking at such a Giant Vampire Bat will automatically inflict damage on the character being blood-drained by it.

## FIREBALL

**Component:** Pinch of Warpstone

A ball of black fire with yellow and blue flames licking at the edges hurtles from the caster's hand towards the chosen target. Place a fireball template anywhere within 12 squares of the caster, along his line of sight. Any models (friends or foes) which fall at least partially under the fireball template are automatically hit. Roll 5 damage dice to see what effect each hit has.

## FLESH FLAYING

**Component:** A sharp-bladed miniature dagger

The caster points the dagger at a single model target within his line of sight. The target immediately loses 1 Wound as its flesh begins to bubble and blister, and the skin starts to flay away from its body. The target also loses 1 point of current Strength. Each combat turn afterwards, the target is allowed to make an Intelligence test. If the test is failed, another wound is lost in the same way and current Strength is also reduced by 1 point.

If either Wounds or Strength are reduced to zero, the target is immediately slain. If the Intelligence test is made, the target suffers no more losses of Wounds or Strength, but the losses it has suffered previously are not undone. The pain of the flesh flaying is so severe that a Wizard affected by it cannot cast any spells himself until he makes an Intelligence test to end the spell effects.

## STRENGTHEN UNDEAD

**Component:** A handful of grave dust

The caster flings the grave dust into the air and whispers the incantation. As he does so, a baleful moaning rises up in the room or passage the caster is in. All Undead creatures (including the caster, if he is Undead) gain 1 point each of Strength and Toughness, and 1 extra damage dice. The effect lasts for one full combat turn. After that, the caster has to make an Intelligence test each combat turn. If he makes the test successfully, the spell effect is sustained. If the Intelligence test is failed, the spell effect is immediately lost.



## NEW HAZARDS AND TRAPS

The Count's catacombs are protected by doors which are locked and trapped.

**Locked Doors:** Locked doors can be forced open by Heroes if one of them rolls 8+ on a dice roll (add 1 to the dice roll for a Dwarf). Many of the locked doors in this dungeon can also be opened by the Skeleton Key found in location G. If a locked door can't be unlocked or easily forced open, a Hero must break it down with a hefty shoulder-charge. This automatically works, but the Hero has to make a Toughness test or he will lose 1 Wound (these doors are very tough!).

**Trapped Doors:** Many of the doors here are trapped. Individual locations give details of how these traps work. You may wish to consider using trapped doors in standard Advanced Heroquest games. If this appeals to the GM, use the table below for setting traps on doors in standard adventures. Trap counters are used in the normal way to place such traps.

DOOR TRAPS TABLE			
D12	TRAP TYPE	SPOT CHANCE	DISARM CHANCE
1-2	Fighting Doorknob!	None	None
3	Shock	8	11
4-5	Poison Dart	9	8
6	Spike	6	7
7	Gulldotine	6	8
8	Door Swings!	9	10
9	Warp Door	11	11
10	Cage	10	9
11	Screaming Door	None	None
12	Acid Spurt	10	9

**Fighting Doorknobs!** The door has toughness 7 and 3 Wounds. It attacks by firing solid iron doorknobs at characters up to 8 squares away (to hit: 4+ at range 1-3 and 6+ at range 4-8). Each doorknob hit inflicts 3 damage dice. When the Wounds score of the door is reduced to zero, it can fire no more doorknobs in this manner.

**Door Swings!** When the door is opened, it immediately flies right back into the face of the character who opened it, causing 4 dice of damage. The only way to keep the door open is to wedge it with 5 iron spikes or a dagger, knife, or larger sharp weapon, and this must be put in place as soon as the door is opened.

**Warp Door:** The door instantly displaces characters passing through it into the warp. They remain there for 0-3 combat or exploration turns (roll a dice, divide by 3 while rounding fractions up, and take 1 away from the number obtained). The characters are unharmed in the warp, but they are removed from play during this time. When they reappear, the GM can place them anywhere he chooses within 3 squares of the door, on the other side from the one they were on previously.

**Cage:** When the door is opened, a metal cage drops from the ceiling and seals off any characters in the 4 squares around the

outside of the door. Sharp metal spikes are then shot from the metal plate at the top of the cage down onto those trapped inside. Characters are allowed a Speed test to dodge the spikes. If they pass the test they suffer no damage, but if they fail they must take 3 dice of damage. For every character additional to the first trapped in the cage, there is a penalty of +2 to the dice roll, as there's less room to dodge. So if there are two people trapped in the cage, they would get a +2 penalty while three people would get a +4 penalty, and so on. The bars of the cage can be bent if a character makes a Strength test with a +4 penalty. Only one character can escape through a hole each turn, but more than one gap can be made in the bars, of course.

**Screaming Door:** The door utters a piercing shriek when opened. The GM should immediately place a group of Wandering Monsters anywhere within the characters' line of sight, as far away as possible, who rush to attack the characters. If there are monsters inside a room behind the door, these extra Wandering Monsters won't appear inside the room (have them hurtle down a passage outside to pincer the characters!).

**Acid Spurt:** When the door is opened, a jet of corrosive acid spurts from a secret compartment built into the door. Any character standing on a square next to the door must make a speed test with a penalty of +2 to the dice roll. If the character fails, he doesn't manage to dodge the acid, and suffers 5 dice of damage. If any of the characters' equipment is made of metal, it may also be affected. The GM rolls a dice: 1-6, armour is affected; 7-9, hand weapon is affected; 10-12, shield is affected. Armour loses 1 point of toughness rating; a shield is ruined and a hand weapon loses 1 damage dice. This only applies to items made of metal – so chainmail armour is affected but leather armour is not. All weapons have enough metal in them to be damaged – don't listen to any player who says his Dwarf is carrying a stone axe!

## WANDERING MONSTERS

At certain locations in the dungeon, the Heroes may meet Wandering Monsters. These locations are specified on the maps. The GM should roll a dice as soon as any Hero or Henchman has a line of sight to the location where the Wandering Monsters may appear. If the dice roll is 7+, then there will be an encounter with these Wandering Monsters. Consult the Wandering Monsters Matrix below. The Wandering Monsters here never have any form of treasure.

WANDERING MONSTERS MATRIX	
D12	Wandering Monster(s)
1-2	2 Giant Rats
3-4	2 Zombies
5-6	2 Giant Bats
7	1 Skeleton & 1 Zombie
8	3 Zombies
9	2 Skeletons
10	4 Giant Rats
11	1 Skeleton & 3 Zombies
12	3 Ghouls



## BACKGROUND FOR THE PLAYERS

Read the following to the players when you're ready to begin this quest.

*"You are sitting in a tavern waiting to be served when a rat-faced scrawny little fellow shuffles up to you and hands you a note. You give it to the Wizard, since he's much better at reading than any of the rest of you. Twiddling his beard thoughtfully, the Wizard reads out the message:*

*'My good fellows,*

*I have need of the help of worthy adventurers such as yourselves. My name is Johannes von Bleistift, a young nobleman who has just inherited Bleistift Manor after the demise of my uncle. The Manor is large, with extensive cellars and caves below it, and since I have taken up residence there I have heard strange sounds at night – scrabbings, groans and the sound of something being dragged along stone. My dog, a fierce Estalian Snarler, lies in a corner of my drawing room with the hackles raised along his back, whimpering pitifully. Alas, I have dared not investigate the mysteries of the cellars; I have no map to guide me, and as a youth I learned my letters and studied law, not the skills of Warriors or Wizards. I offer to pay you 50 Gold Crowns apiece if you will investigate this mystery, map the cellars, and remove any hazards or perils therein. Please do not delay. I am in earnest need of your help.*

*Yours most faithfully,*

*Johannes von Bleistift'.*

*You consider this and look around for the thin messenger, but he has already sneaked away. When you ask the barman for directions to Bleistift Manor he looks at you strangely, and mutters a few words of prayer under his breath. As if keen to be rid of you, he ushers you outside and directs you up the hill to the north, instructing you to follow the twisting road, go past the Grove of Warped Elms, through the iron gates and up the drive....*

*You reach the Manor at dusk. It is a long, low house, built from local stone, its walls covered with moss and ivy. The dark windows reflect the clouds which flow across the evening sky in a curious fashion. Though the place appears to be uninhabited, the door is answered as soon as you knock. Johannes von Bleistift invites you into the chilly drawing room and offers you a glass of dry sherry while he explains the situation. He is a pale, drawn young man, and seems quite afraid of what may be found below the Manor. He claims to have been studying in Marienburg for the last five years, and knows nothing about the history of the house or the layout of the cellars below it. He takes you to an old cold store, and shows you a large wooden trapdoor laid with a massive iron ring. This, he says, opens onto a flight of stone steps which leads directly into the cellars. All it takes is a hefty pull from a Dwarf or Warrior, and a mysterious adventure beckons..."*

You may allow the players to have 25 gold crowns each as an advance from Johannes if they want to stop and ask for this (and they can go back to the village where they were drinking and buy equipment with this money). Modify this introduction accordingly if the players butt in with this request. Now they head down into the cellars...

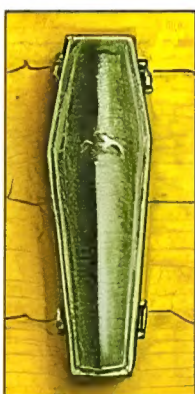
## MONSTER COUNTERS AND DUNGEON EQUIPMENT



Giant Vampire Bats and Giant Rats



Tombs and Statues





# CELLARS UPPER LEVEL

## LOCATION A: THE ENTRANCE

When the Heroes are all beyond the first two squares of this first passage section, there is a tremendous crash from behind them and they turn to see massive stone blocks falling from the ceiling completely blocking the way back! There is absolutely no way for them to return back up the stairs they came in by. They are now trapped, and have to find another way out. A disembodied, evil laugh can be heard drifting down the passageway ahead...

## LOCATION B: THE COAL HOLE

This room was once used for storing coal and timber. There's still a cloudy, sooty atmosphere in here and you should apply a -2 penalty to all hit rolls for missile fire into this room. The skeletons here have no treasure.

## LOCATION C: TRAPPED DEAD END

There is a Fireball trap in each of the two end squares of this section.

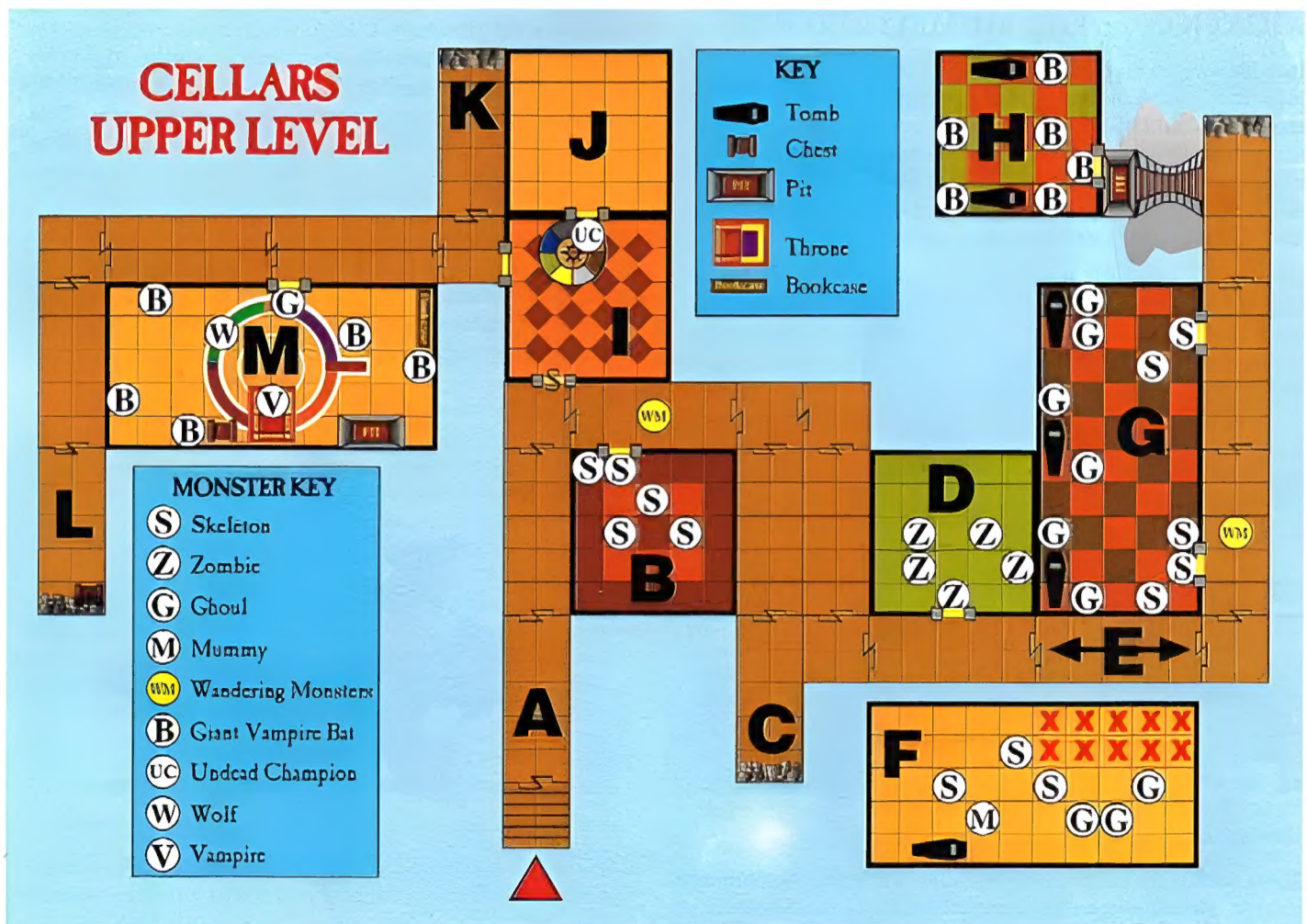
## LOCATION D: STORAGE CHAMBER

This room has a trapped door which is also locked. The door trap is a Swinging Door trap, which is activated as soon as the door is opened. Inside the room, the Heroes will be able to see sacks, rotten barrels, great broken bell-jars and similar rubbish.

If the Heroes overcome the zombies, they can search this junk. If they do, a Giant Rat jumps out and bites whoever is searching (if more than one character is searching, determine who gets bitten randomly). The Giant Rat inflicts an automatic Wound because of surprise, and then it fights normally. When the Heroes dispose of the Giant Rat they can find a 10' rope and 10 iron spikes hidden in the rubbish.

## LOCATION E: SWIVELLING PASSAGE

When at least two Heroes stand along this passage section, the whole passage section swivels. It is hinged along its north side, and its south side simply falls down so that the passage section becomes a huge flap! Any Heroes standing on the passage section at the time are dumped down into Location F (see below) and suffer an automatic Wound. The passage section then immediately flies back up and forms solid ground above the Heroes. Those who have fallen will be trapped in Location E. Those still above can descend by entering this passage section and taking a voluntary drop, or they can hammer some iron spikes (5 per character to work properly) and tie some rope around their waists (10' of rope per character to work properly). If they do this, and then step onto the passage section, they will get dropped down, but the rope will prevent them from falling on to the ground in Location F and they won't suffer automatic Wounds. It takes one turn to hammer spikes into the floor and tie a rope around a character's waist.







## LOCATION F: THE MUMMY'S TOMB

Place the long room piece beside the passage section which it drops into. The skeletons, ghouls and mummy in here attack ferociously and they get to move and act first against characters who have fallen down into this room. Characters fall into squares directly below those of the passage section E, which is directly above the north portion of this room as shown. The mummy wears a magic Amulet of Iron.

The mummy's tomb is covered with a thick coat of mouldy fungi, and any Hero opening the tomb to get at the treasure inside is automatically affected as by a Magic Mushroom Hazard. Inside the tomb, the Heroes will find a bag with 150 gold crowns, a quiver with 12 arrows, and a Magic Spear which inflicts 1 extra damage dice on a successful hit, but which also fumbles on a roll of 1 or 2, which is double the usual fumble chance. (Don't tell the players about this until appropriate – that is, when the character using the spear rolls a 2.)

## LOCATION G: TOMBS OF THE SERVANTS

This room is full of skeletons and ghouls, gnawing at the old bones scattered around the lead coffins (the coffins are still sealed, though). Both the doors to this room are trapped with Fighting Doorknob traps. As soon as one door is opened to this chamber, the other door automatically opens and the monsters inside will come out to fight unless there are characters blocking the way at both doorways.

All the coffins are sealed, and each one is trapped (determine the traps randomly from the Chest traps table in the Advanced

Heroquest rulebook, page 33). The first coffin opened contains a withered body, in rotted butler's clothes, with a gold bracelet worth 40 gold crowns. The second coffin contains a normal skeleton which jumps out to attack. If the GM wins the initiative, the skeleton attacks first in the first combat turn. This skeleton wears a heavy girdled leather belt, on which hangs a purse containing 30 gold crowns, and a Skeleton Key made of silver. The third coffin opened has a rotted body dressed in the remains of footman's clothes (the red cloth of the jacket and gold threading of the epaulettes can be seen), but if this is opened, any character standing in a square next to the coffin must make a Toughness test, as a filthy cloud of foul gas spreads around it. If the test is failed, the character loses 1 point of current Strength, and doesn't regain this until another two combats have been fought (unless a Fate point is expended to avoid this, of course). This last coffin has no treasure.

## LOCATION H: THE DEATH CRYPT

Place the rope bridge section as shown on the map, but tell the Heroes they cannot see what is below or beyond it since a heavy fog obscures vision. If a character steps across the rope bridge, he can see the pit beyond and, if he stands at the far end of the bridge, he can see the door set into the bottom of the pit. A character can get down into the pit by jumping (which means he suffers 1 automatic Wound) or by being lowered down on a rope. Only two characters can stand in the pit at any one time. If there is a Hero standing in the pit, it is not possible to use missile weapons to fire into the crypt from the rope bridge, since the angle of trajectory is too great. Remember to tell the players this when they open the door and fight the crypt's occupants. If they insist on shooting, then their arrows will automatically hit the Hero or Henchman standing in the doorway down in the pit.

The door in the pit is only 4' high, which makes it difficult for any Hero other than the Dwarf to fight normally. Any Hero other than the Dwarf fighting the occupants of the crypt in the doorway should subtract 2 from all his to hit rolls. This penalty doesn't apply inside the crypt, which has a 10-foot high ceiling. The door to the crypt is locked, and is also trapped with an Acid Spurt trap.

The Giant Vampire Bats inside the crypt are infected with a filthy disease: their teeth are yellowed, saliva foams at their tiny mouths and drools onto the floor. Because their bites are diseased, they inflict 1 additional damage dice on a successful hit (this applies to their bloodsucking attack too).





Read the following to the players when their Heroes are able to get past the bats and see what is in this room:

*Two blackwood coffins stand in this dank and dismal chamber, bound and hinged with bronze which is etched with dark runes. A palpable aura of evil surrounds them, and the Wizard among you senses that the coffins themselves are in some way magical.*

The two coffins inside this crypt are very hazardous. Each contains the body of an Undead Champion, and as soon as one is opened the other opens automatically. If any attempt is made to destroy the coffins (by smashing them with a warhammer, etc.), both open at once. Spells (such as *Inferno of Doom*) do not affect the coffins or the Champions inside them, and the coffins do not open if such a spell is used. Furthermore, powerful enchantments laid on the coffins make the Undead Champions more dangerous than usual. So long as an Undead Champion stands within one square of its coffin, it is treated as a Regenerating Monster and is also immune to any fire-based spell (such as *Flaming Hand of Destruction* or *Inferno of Doom*). When the Heroes are in combat with the Undead Champions, read the following to them:

*The red glow in the eyes of the Undead horrors is matched by a very dim, faintly pulsing red glow coming from each of the coffins...*

It is possible to destroy the coffins, and doing this will cancel the magical effect they have on the Undead Champions. Each coffin has a Toughness of 7, and the Heroes will need to inflict at least 3 Wounds on it with a hand weapon. This should be taken into account if the Heroes try to smash the coffins to begin with, but once they're fighting, if one or more of them is able to strike at the coffins and destroy them this will weaken the champions.

Finally, within each of the coffins is a bag containing 100 gold crowns.

## LOCATION I: SVEN WIDERLICH

The secret door entrance to this room is locked, and also trapped with two traps: a Darts trap and a Shock trap! This combined trap was prepared with exceptional cunning and ingenuity, so there is one Spot Traps chance for the combination (10 or above). Each trap must be disarmed separately, and a roll of 9+ is needed to disarm each one. When the Heroes open the door, read the following to them:

*Inside this guard room stands an Undead creature clad in chain mail and hefting a powerful-looking sword you guess might be magic. He stands within a magic circle, and an aura of energy crackles around him. He stands quite still, the grinning rictus of his bony face challenging you to come before him and face the steel of the keen-edged blade!*

While Sven stands within this magic circle, he is immune to spells and missile fire. Any spells and missiles thrown at him simply bounce off the aura of the magic circle. He has the following magical items:

- A suit of enchanted chain mail which adds +1 to his Toughness above the usual for chain (total Toughness is 9).
- A Magic Sword which adds 1 to hit rolls and damage dice.
- A pair of Magic Steel Boots. These allow him to make a kick attack in addition to his sword attack. Steel boots allow this

extra attack with a WS of 2 below the usual for a character (so for Sven, WS is 6 with this attack) and a successful kick inflicts 2 damage dice.

- A silver flask which holds 2 doses of Potions of Healing. Sven cannot drink this potion, since he only has a skeletal body, so he will not try to use it during combat.

- Three small finger bones which Sven can cast into the air at any time during combat, while making attacks as normal. The bones will land in squares of the GM's choice. From each bone, a normal skeleton will spring up and each will attack the nearest character.

All these magical items are usable by Heroes or Henchmen when they overcome Sven.

## LOCATION J: THE SHRINE TO MORR

The door to this room is locked, and cannot be opened with the Skeleton Key. It is also heavily trapped, with a Darts trap and an Acid Spurt trap (determine chances for spotting and disarming separately as normal). If the Heroes open the door, read the following to the players:

*You get a pleasant surprise here! The room beyond is quiet, bare and peaceful. You see the rune of the god Morr, guardian of the dead, on the far wall. It feels welcoming and safe here, a haven from the horrors you have faced so far.*

No enemy creature (including Count Rutger) can enter this chamber. The first time (only) that the Heroes (and Henchmen) enter this room, they regain all lost fate points. If the Heroes search this room, one of them automatically finds a small secret door in the wall (by the rune). This can be opened





easily, and inside the alcove is an ivory casket (this is worth 30 gold crowns). Within the casket there is a Potion of Healing, a Potion of Regeneration and a Ring of Greatness. The Potion of Regeneration allows the drinker to regain lost Wounds in the same way as a Regenerating Monster does. It can be drunk at the start of any turn, and its effects last until the end of the next combat. The Ring Of Greatness renders the wearer immune to fear caused by Fearsome Monsters. The player also gains an extra dice of damage against Large Monsters, and may ignore the special rules which apply to Invulnerable Monsters (ie: the ring wearer does not have to roll a natural 12 amongst his damage dice to inflict any Wounds). Additionally, there is a wooden stake with the symbol of Morr inscribed on its surface, together with a small wooden mallet, around which is wrapped the following note:

**To whom may come after me...**

The fiend is close by now and I have little time left. If I had been able to banish him to his great silvered coffin, I would be able to drive this sanctified stake through his dark heart and destroy him forever. But he is too strong, and now I must meet my fate. May Morr protect you!

**Otto, Priest of Morr**

Finally, the casket contains a grimoire, which has all four of the Bright Wizard's initial spells within it (if you have a Light Wizard from *Terror in the Dark* you should substitute the Light Wizard starter spells instead).

### LOCATION K: TRAPPED DEAD END

There are two leather bags piled against the two end-sections of this dead end. Each contains 5 gold crowns, but unfortunately each square is also trapped with a Falling Blocks trap.

### LOCATION L: RAT TRAP

The "Treasure Chest" here is anything but! When any Hero stands within two squares of this object, the lid flies open and a pair of Giant Rats jump out to attack the nearest character(s). On each subsequent combat turn, two more Giant Rats fly out of the chest to attack. You may place these Giant Rats anywhere within 10 squares of the chest, but always as near as possible to it, and you may ignore Death Zones when so doing. Giant Rats only stop appearing from the chest when all characters are at least 4 squares away from it, or when the chest is destroyed (it has toughness 8 and 3 Wounds). Simply slamming the lid shut won't stop Giant Rats emerging! Arrows and thrown spears just bounce off the chest, but it can be damaged by spells, hand-held weapons, and thrown axes or hammers.

### LOCATION M: COUNT VON BLEISTIFT'S STUDY

This room is decorated with a huge comfortable armchair (use the Throne, but no special magic rules apply) and other furnishings (if you have MB Games Heroquest you may add the Bookcase and Table here). The Count is seated on the Throne when the Heroes enter. Initially, he leaves combat to the Giant Vampire Bats the Ghoul, and his Great Wolf, using spells to attack the Heroes from a distance. If appropriate, he uses a Blood Point or two to negate spells cast at him. When he can do so, he will fly from his Throne (he ignores Death Zones when flying, and he can also fly through any square with a Giant Bat in it) and tries to regain one or two Blood Points by biting a Hero.

If the Count is reduced to half his normal Wounds or below, he will wrap his cloak about himself and fly straight down the pit. The GM must make sure the Count doesn't die here —try not to run his Blood Points down too low, let him escape while he's still fairly healthy, he's going to make another appearance, after all.

If the Heroes drive the Count off, they can search this room. There is a scroll with the spell Flame of the Phoenix written on it hidden in the bookcase. The Treasure Chest here is trapped with a Fireball trap, but all it contains is a note from the Count. Read the following to the players when they find this:

**My dear fools,**

There is no treasure for you here, only death. My excellent nephew brought you to your doom, lured by your own greed for gold. I look forward to sampling your delicious, warm, spicy blood! By the way, if you believe those old tales about Vampires being affected by mirrors, symbols of effete gods, running water and such nonsense, you are fools. I enjoy garlic personally, it's the Bretonnian blood of my great-grandfather. One of my power has no such weaknesses!

### DOWN THE PIT!

The only way to get down to the lower level is by dropping down the pit in this room. The floor of the lower level is 20 feet down. If any character simply jumps down, he suffers 2 automatic Wounds. A character descending carefully on a rope (held by other characters or fixed to the ground above with 5 iron spikes) must make a Speed test. If the test is successful, the character suffers no Wounds. If he fails, the character slips off the rope during his descent and suffers 1 Wound.



# CELLARS LOWER LEVEL

## GM'S NOTES

The lower level of the dungeon is very dangerous indeed! The Heroes drop down onto the squares marked in Location N (or as close as possible if monsters and other characters occupy those squares). Use the Count's Blood Points and teleporting ability to lure them away from his real tomb in Location T. The rest of the dungeon is filled with monsters and traps to weaken the Heroes before the Count arrives to give the coup de grace.

## LOCATION N: WOLF GUARDS

There are three great Wolves in this bare room. Each wears a leather collar with a glowing red gem set into it. While a Wolf wears one of these collars, it is a *Regenerating Monster*. A character can try to chop the collar off with a blow from a sword or dagger, but when trying to aim for the collar he must suffer a penalty of -3 to the hit roll. Damage caused is only half normal damage dice, but the collar will be cut away and the monster stops regenerating. Don't tell players this unless they specifically ask whether their characters can try to do something about the collars. The collars cannot be used by characters!

## LOCATION O: FAKE TOMB

The door to this chamber is locked and has a Spike trap. If the characters defeat the Undead monsters here, they find what looks like a silver tomb with a lifelike etching of the Count on its slab. However the silver is just a thin veneer and the tomb is really made of iron.

If the Heroes open the tomb, a hollow laugh echoes up from inside and a Gas trap is sprung. Inside the tomb is a leather purse with 100 coins. These look just like gold crowns, but they are made of copper with a thin gilt coat and are worthless, as the Heroes will find out when they try to buy anything with them. Whoever they give the "gold" to will be so offended that he will increase his prices by 20%!

## LOCATION P: THE CORRIDOR OF POOLS

Place two pools in this long corridor as shown on the map. The pools are special traps. They appear to contain water, but this is an illusion, and the Wizard will be able to detect this if he makes a successful Intelligence test. However, the pools are some 15 feet deep and will have to be crossed. They can be

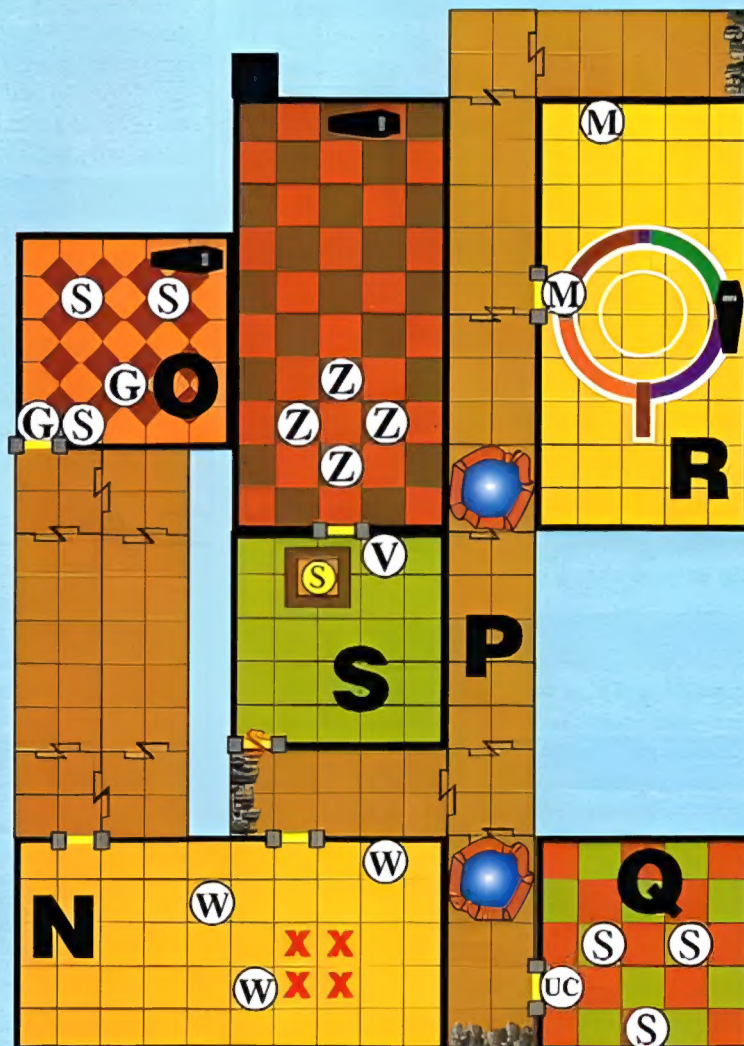
## CELLARS LOWER LEVEL

### MONSTER KEY

- (S) Skeleton
- (G) Ghoul
- (Z) Zombic
- (M) Mummy
- (UC) Undead Champion
- (W) Wolf
- (V) Vampire

### KEY

- X X** Squares into which Heroes land from pit.
-  Pool
-  Statue
-  Secret wall alcove
-  Tomb





jumped across, and no Speed test is necessary to avoid falling into a pool. However, whenever a character jumps a pool, roll a dice. If you roll 7+, a fireball hurtles upwards from the bottom and the character jumping must make a Speed test with a +3 penalty added to the dice roll. If he makes the test, he isn't harmed and lands on the other side. If he fails, he suffers 5 dice of damage and has to make a Toughness test as well! If this is failed, he lands heavily on the other side of the pool, falling down, and suffers an extra dice of damage. These traps are not activated by the Count himself, of course.

**Wandering Monster:** As soon as you have two characters on one side of either pool, and the rest on the other side, a party of Wandering Monsters will arrive, heading out of Location N towards the characters!

## LOCATION Q: THE SKELETAL GUARD

This old armoury is manned by an Undead Champion and three Skeleton attendants. There is a weapons rack here, so if you have MB's Heroquest game you can use the weapons rack piece for this. Most of the weapons and armour in this room are rusted and useless, with the exception of two swords and a suit of man-sized chain mail armour which are all usable.

## LOCATION R: SECOND FALSE TOMB

This large chamber is draped with rotten black wall hangings and foul wall mosaics portraying the Count ripping throats out of his victims! The monsters here, the two Mummies, have a special defence which makes them very dangerous. They are immune to magical attacks of all kinds, but each time a Mummy is hit by a spell which would normally cause damage, roll damage dice as usual. For each Wound of damage which would have been caused, the Mummy gains 1 Wound point. It is possible for a Mummy to exceed its normal Wounds total in this way. If such a spell is used, the Mummy actually appears to grow slightly! When the Heroes enter, tell them that the Mummies shimmer with a faint magical light, but don't tell the players what the Mummies' special defence is.

The tomb is an imposing, great sarcophagus some ten feet long, and its sculpted surface shows the Count reclining. It needs two Heroes to lift the lid off, and these Heroes will not be able to perform actions in the first combat turn to come (the lid is very heavy). From inside the tomb, a seething mass of blood-red, veined, black rubbery tentacles bursts forth and attacks all the characters in the room! The tentacle mass has Toughness 7 and Wounds 10, and it fills the entire room as it bursts out, making movement impossible.

The tentacles can attack everyone until they themselves are destroyed; they have WS 8 and cause 3 damage dice on a hit. If a critical hit is rolled (a 12), a tentacle wraps itself about a character's throat and starts to strangle him while also draining blood through a puncture wound in the neck! On each combat turn thereafter, the character automatically loses 1 Wound and the tentacle mass automatically gains 1 Wound from the nourishing blood!

If the characters manage to destroy the tentacles, the mass bursts and the floor is suddenly covered with foul, sticky blood. All the Heroes get a good dose of the muck over them, and have a penalty of 1 to Speed scores for the remainder of the expedition, unless the muck gets burned off with a fire-based spell (such as a Fireball, so jumping over a "pool" in Location P can actually have one beneficial effect!). There is no treasure in the tomb.

## LOCATION S: THE STATUE GUARDIAN

The only way into this chamber is via the secret door shown on the map. The door is locked and has an Acid Spurt trap set on it. Before the door opposite stands a great stone statue of a wolf-headed man with giant bat wings. If you have the Terror In The Dark supplement, you can use the statue counter for this. The room itself is draped with black and red curtains covered in vampire bat designs. The door behind the statue is made of a deeply red-stained wood.

As soon as anyone opens the main door the statue animates, and the Heroes will have to destroy it to reach the door opposite. The statue has Toughness 10, 4 Wounds, WS 9 and a hit inflicts 4 dice of damage. If a character fumbles with a hand weapon when fighting the statue the weapon breaks on the hard stone of the statue!

When the characters enter this room, the Count will be standing beside the statue (assuming he's still around and hasn't been banished to his tomb), but will retreat to Location T beyond as soon as his Wounds are reduced to half normal. All the Count has to do is to touch the red door, and he automatically passes right through it into the room beyond. This only works for the Count, of course.

## LOCATION T: THE TRUE TOMB

This is the Tomb Room of Count von Bleistift. The enormous sarcophagus at the back of the room is where the Count will retreat to if reduced to zero Wounds and forced into mist form.

The Count is arrogant and believes he needs no special defences here, other than the four Zombies in the chamber. If the Count has any spells left he will position himself behind the Zombies, use his spells, and then make his way forward into hand-to-hand combat. Otherwise, he waits just inside the door and attacks the first character to enter. The door to this chamber is locked but not trapped.

## THE TOMB AND THE TREASURE

If the characters manage to kill the Count, read the following to them:

*With a despairing cry the ghastly Undead fiend crumples at your feet. His body is cold and limp, yet somehow you know that you have not destroyed him yet. From his remains, a wisp of mist rises and drifts under the lid of the great sealed catafalque you see in the distance!*

The characters now have to destroy the Count within his tomb. The lid can be opened safely, although it takes two characters to do this. Inside the tomb, the Count's body is beginning to re-form on a bed of earth. The Count can only be destroyed by plunging the stake of Morr (from Location J) into his heart. If the Heroes don't have this, they can't kill him. The Count's body will slowly re-form, and no magic or weapons will prevent this!

If the Heroes use the stake in the time-ordained manner, read the following to the players:

*A terrible, ghastly shriek is ripped from the blood-red lips of the Count's re-forming body and a great gout of blackish blood spurts from his chest! His skin peels away from his yellowed bones, which crumble and fall to dust, leaving only a reeking pool of filth behind!*

If the Heroes now explore the tomb thoroughly, they can find two Treasure Chests hidden in a secret compartment below



GIANT VAMPIRE BAT													
WS	BS	S	T	Sp	Br	Int	W	PV					
6	—	3	6	12	8	7	1	½					
HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAMAGE DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	2
RANGED COMBAT													
RANGE	1-3		4-12		13-24		25-36		37+		MAX RANGE	DAM DICE	
HIT ROLL													
EQUIPMENT / NOTES													
Bloodsucking Bite													